



Special Issue

Chips Challenging Champions:

Games, Computers and Artificial Intelligence

Guest Editors: Jonathan Schaeffer, H. Jaap van den Herik

CONTENTS

Introduction

- J. Schaeffer and H.J. van den Herik*
Games, computers, and artificial intelligence 1

Puzzles

- R.E. Korf and A. Felner*
Disjoint pattern database heuristics 9
- M.L. Littman, G.A. Keim and N. Shazeer*
A probabilistic approach to solving crossword puzzles 23

Two-player perfect-information games

- M. Campbell, A.J. Hoane Jr. and F.-h. Hsu*
Deep Blue 57
- M. Buro*
Improving heuristic mini-max search by supervised learning 85
- V.V. Anshelevich*
A hierarchical approach to computer Hex 101
- H. Iida, M. Sakuta and J. Rollason*
Computer shogi 121
- M. Müller*
Computer Go 145

Imperfect-information and stochastic games

- G. Tesauro*
Programming backgammon using self-teaching neural nets 181

<i>D. Billings, A. Davidson, J. Schaeffer and D. Szafron</i> The challenge of poker	201
<i>B. Sheppard</i> World-championship-caliber Scrabble	241
Solved games	
<i>H.J. van den Herik, J.W.H.M. Uiterwijk and J. van Rijswijk</i> Games solved: Now and in the future	277
Forthcoming Papers	313
Author Index—Volume 134 (2002)	317

CONTENTS
direct

This journal is part of **ContentsDirect**, the **free** alerting service which sends tables of contents by e-mail for Elsevier Science books and journals. You can register for **ContentsDirect** online at: www.elsevier.nl/locate/contentsdirect

